# TIMES TABLES

# WHY TIMES TABLES?

- Early maths starts with counting, and the way we organise it almost certainly stems from our first mathematical aid, our fingers. Arithmetic is an extension of counting – learning the most efficient ways of calculating allows us to deal with larger numbers, and eventually with much larger numbers, without the slow process of moving backwards and forwards, one number at a time.
- In the longer term, as well as their obvious application to multiplication, **we need tables for division**.

- For a long time, children learned tables by standing up each morning and reciting a full set out loud. No-one ever tested whether this was the best way to learn tables, but it seemed to work for most of the people most of the time, and is still some teachers' – and some maths advisers' – favourite method. Why does it work? It is shown that repeated stimulus (for example, through repetition) enables brain cells to grow and make new connections.

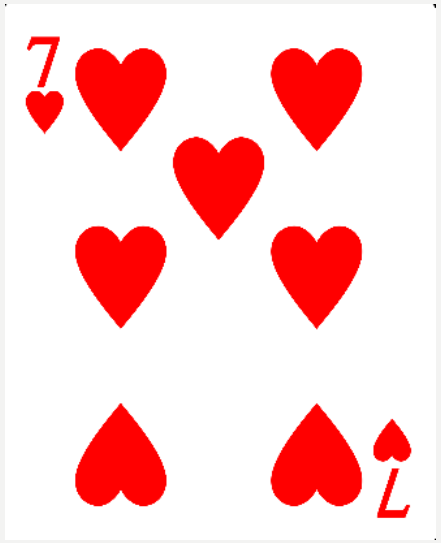
- A **stack of coins** – at least a dozen each of 1p, 5p and 10p, and preferably two dozen 2p, will let you make up a full set of tables to 12x12 for the occasions when your child might need to go back and check by counting. No cost, beyond the time it takes to collect up the change.

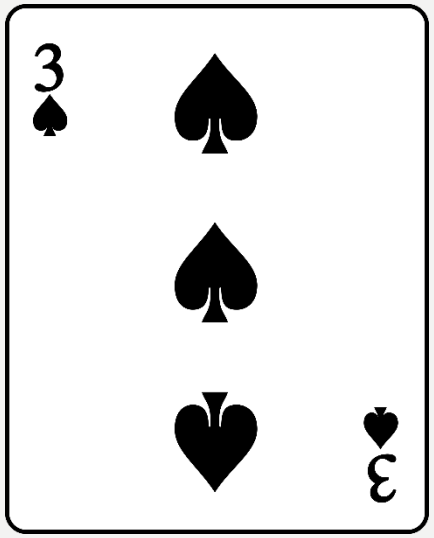


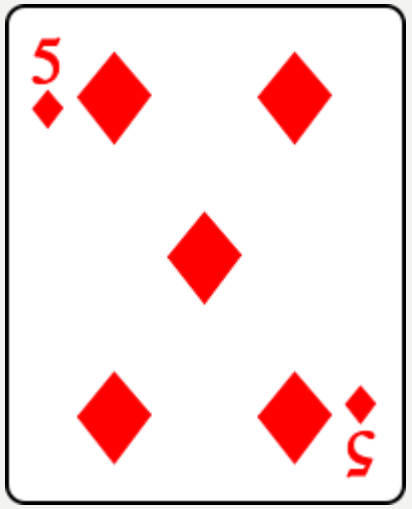


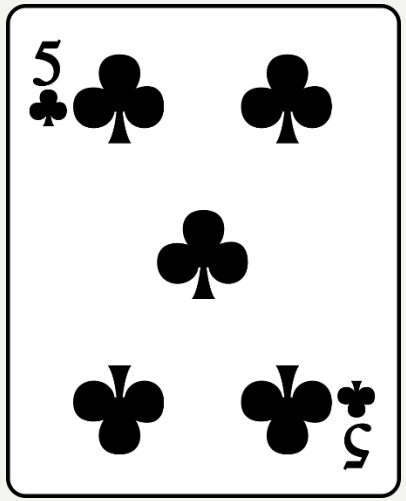


- A **pack of cards** – take out the aces and Kings, count Jack as 11 and Queen as 12, and you can practise the full range of tables by dealing your child two cards and asking them to multiply them.



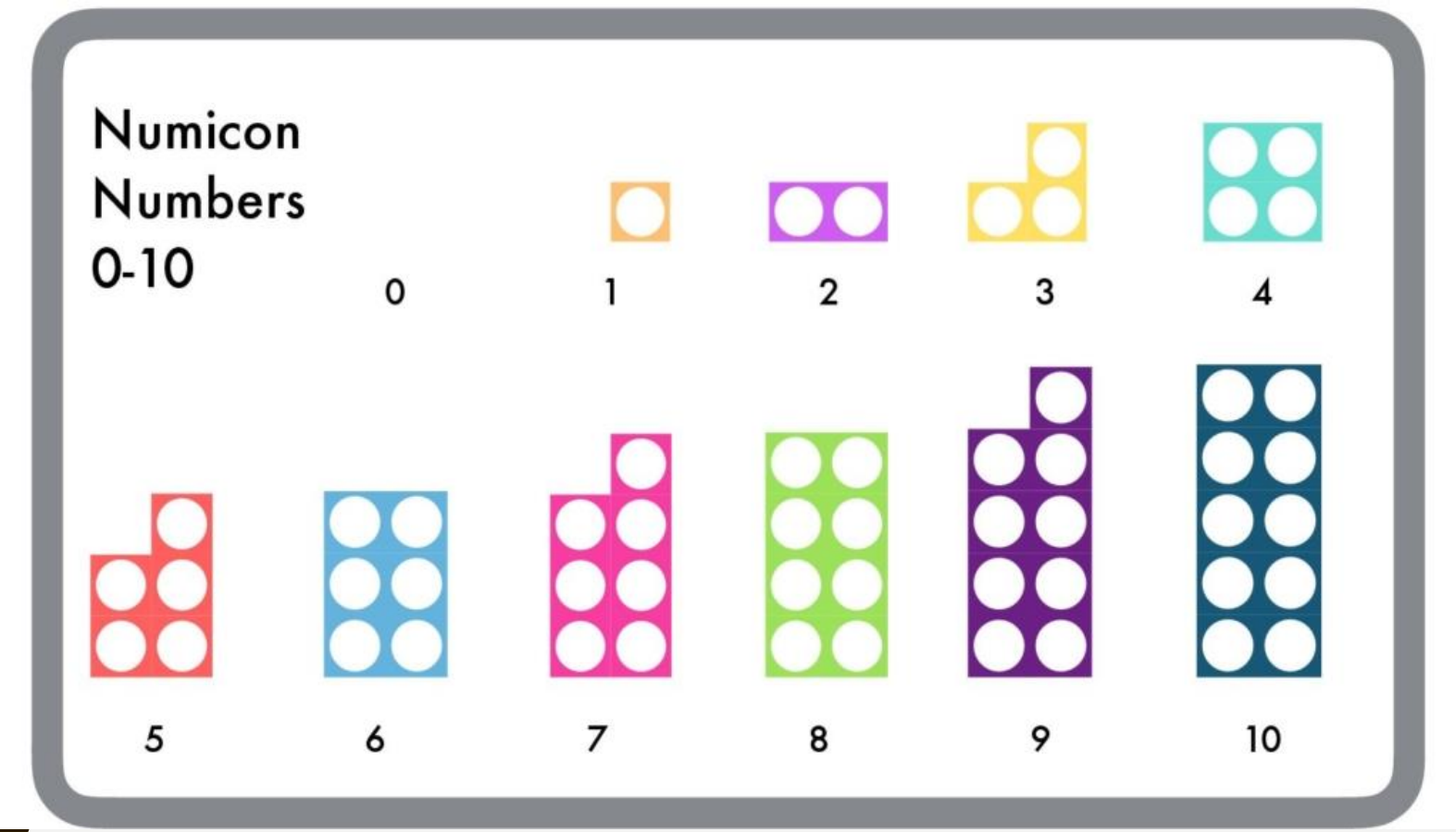


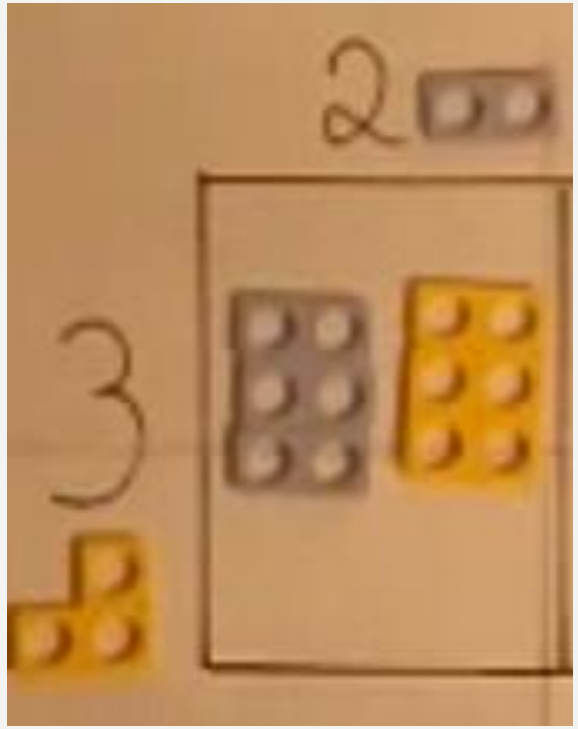




- A **pack of blank cards** (make them out of cardboard or paper, or buy premade versions) These are infinitely versatile. You can write down whatever items your child has problems with and make **sets** with questions and answers. (Write the questions and answers on different cards. Shuffle and turn the cards face down. The child has to turn over a card, then turn over the matching card. You can start with a small number of sets and build up.) How many card questions can your child answer correctly against the clock?

- **Numicon** – a system comprising a baseboard and coloured tiles of between one and ten units. Many uses in early maths, including building up tables through series of tiles. The consistency of the tiles builds up a sense of number, so that children think, say, in threes rather than just counting.



# PRECISION TEACHING

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|---|---|---|---|---|---|
| 3x1 | 3x2 | 3x3 | 3x1 | 3x3 | 5 |
| 3x2 | 3x3 | 3x1 | 3x2 | 3x3 | 10 |
| 3x1 | 3x2 | 3x3 | 3x2 | 3x1 | 15 |
| 3x3 | 3x1 | 3x2 | 3x1 | 3x3 | 20 |

# TIMES TABLES GAMES

https://www.topmarks.co.uk/maths-games/7-11-years/times-tables

http://www.bbc.co.uk/skillswise/game/ma13tabl-game-tables-grid-find